

HOW TO LOAD
TEMPLE OF APSHAI
ATARI CASSETTE

The enclosed cassette contains the Atari version of TEMPLE OF APSHAI, designed for use with 32K. Side 1 contains the Innkeeper program and Data Files, while side 2 contains the Dunjonmaster program. This sheet explains how to load your cassette. For instructions on how to play the game, read the enclosed rule book (Book of Lore).

1. Turn on your computer with the BASIC cartridge inserted. Make sure all peripheral equipment is off.
2. Insert side 1 of the tape making sure it is fully rewound.
3. Press "Play" on the tape player, type CLOAD and hit the "Return" key. At the tone, hit the "Return" key again. (Be sure to leave the "Play" key down on your tape deck, and do not rewind or remove the cassette until you get to step 8).
4. The Innkeeper program will take a few minutes to load. When the READY prompt appears, type RUN and hit the "Return" key.
5. Shortly, the title will appear and the prompt: HIT ANY KEY. Do so.
6. Answer the Innkeeper's questions according to the instructions in your Book of Lore.
7. After you enter the Dunjon level you wish to enter, you will see the prompt: PLACE CASSETTE WITH LEVELS IN THE PROGRAM AND STRIKE RETURN. Simply hit the "Return" key.
8. When the Data Files have loaded, the tape will stop and you will see the prompts: LEVEL COMPLETE and PLACE CASSETTE WITH DUNJON-MASTER IN RECORDER AND STRIKE RETURN. At this point, flip the tape, rewind it, press "Play" on the tape player, and hit the "Return" key. The Dunjonmaster program will now load.
9. When the READY prompt appears, type RUN, hit the "Return" key, and you are ready to begin play.
10. To play again, you will need to reload the tape from the beginning when prompted to do so.

ERROR MESSAGES: If you get an error message or if no READY prompt appears after the program should have loaded, stop the tape and begin the loading process over again. Error messages are due to bad loads. Make sure you are following the loading instructions exactly.